

PREMIERE EDITION



THE MOVIES: PREMIERE EDITION Part No: 32903
DON'T LOSE THIS CODE
The Key Code is required to fully use this product.

TEDOX

ACTIVISION

activision.com

The Movies © 2002-2005 Lionhead Studios Limited. Lionhead, the Lionhead logo, The Movies and The Movies logo are trademarks or registered trademarks of Lionhead Studios Ltd. All rights reserved. Activision is a registered trademark of Activision Publishing, Inc. The ratings icon is a registered trademark of the Entertainment Software Association.

32903.260.US

ACTIVISION



Contents

Introduction	2
Installation	2
Aim of the Game	3
The Main Menu	3
The Game Menu	4
Playing the Game	5
The Pause Menu	10
Saving & Loading	10
Making Your First Movie—Quick Start Tutorial	11
Make the Stars	13
Run the Studio	16
Advanced Movie-Making & Post Production	23
Adding Sets, Scenes, Actors & Costumes	24
<i>The Movies™</i> Online	32
StarMaker	34
Full Keyboard Controls	36
The Options Menu	38
Hints & Tips	39
Credits	40
Customer Support	43
Software License Agreement	48



Introduction

Show business. They say it's the hardest game in the world. In the 1920s, the public caught a fever for moving pictures, and before long, a generation of star-struck wannabes sprang up with dreams of the silver screen. Some just weren't cut out for a life in front of the camera, but behind the scenes, they were the real movers and shakers in Tinseltown. These people were the studio owners, the elite few that helped shape cinema right up to the present day. It's certainly not easy though, and the closer you are to being king of the hill, the more pressure you're under to stay there...Do you have what it takes to run your own movie studio?

Installation

Please make sure that your computer system uses Windows® 98SE or a later Windows edition. *The Movies™* is not compatible with Windows® 98 or earlier or any other operating systems.

How to Install The Movies™

1. Close all other applications before installing.
2. Insert *The Movies™* Disc 1 into your CD-ROM/DVD-ROM drive. If you have Autoplay enabled, the installation menu will be displayed. If Autoplay is not enabled, simply double-click on **My Computer** and then double-click on your CD-ROM/DVD-ROM drive to launch the game installer. On the installation menu, click the **Install** button to begin, and then follow the on-screen instructions.
3. After *The Movies™* is installed, you'll be prompted to install Microsoft® DirectX® 9.0c if needed. If you install DirectX® 9.0c, you'll need to restart your computer before you can play *The Movies™*.
4. *The Movies™* supports Windows® Media Player 9 or higher when viewing your films. An installer for this can be found under the Extras section of the installation menu.

Key Codes

Your copy of the game comes with a unique Key Code, which is located on the back of the manual. When you install the game, you'll need to type in the Key Code when prompted. Your Key Code is unique and without it, you won't be able to play the game. Please enter the Key Code **exactly** as it appears on the back of the manual.

Keep your Key Code safe and private in case you need to reinstall the game. Do not share your Key Code with anyone, as this will impair your ability to enjoy *The Movies™* online elements. If you lose your Key Code, you will not be issued another one.

Aim of the Game

The primary goal of *The Movies™* is, quite simply, to be the most successful movie studio in the world! You'll be challenged to recruit and nurture the best Stars and keep them happy, build up the most impressive studio lot, win awards and make as much money as you can. As part of this you need to hire the best talent and manage their rise to stardom, as well as make sure *The Movies™* you release are on the cutting edge of entertainment. Combine all of these things and you'll be the number one studio.

The Main Menu

Game – Go to the **Game Menu** as detailed in the next section.

Online – Upload movies and open up some exciting new content from the **Prop Shop**. From here, you'll be asked to enter your personal login details. You'll be prompted to register your game during the installation process, however, should you decide not to register at that time, you can simply log on to www.themoviesgame.com/register and follow the on-screen prompts for registration.



Movie Player – Watch your saved movies or movies you've downloaded from the community web site (See **Online**). You can also load saved movies you've created and edit them using the game's full suite of post production tools.

Options – Adjust the game settings for best performance and to suit your playing style.

Credits – See the team who made *The Movies™*.

Quit – Exit the game.

See the Options menu section of this manual for further details.

The Game Menu

Learn the Basics – An introduction to playing. Teaches you the basics you'll need to navigate the world and interact with your staff and studio facilities.

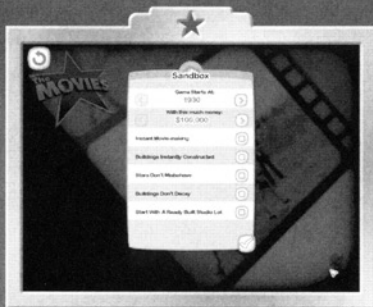
New Game – Take the first step on the path to fame and fortune. Upon selecting this option, you can make the following choices to create your studio:

- **Studio Logo** – Press the left and right arrows to cycle through different logos for your studio.
- **Studio Name** – Enter a name for your new studio, or stick with the suggested one.
- **Player Name** – Enter your name here.

Once you've played through a new game for the first time, when you return to this menu to start another new game, you'll have the option to skip the in-game tutorial.

Sandbox – Want to customize your movie-making experience? Then Sandbox is the place for you. Sandbox mode allows you to focus on making movies without worrying about competing for awards.

- **Game Start** – Choose which decade you want to begin playing in. Note when in Sandbox mode, you can only choose decades 30 years beyond what you have played in the New Game section of the game.
- **Starting Money** – Choose to start with a shoestring budget or a pile of cash!
- **Instant Movie-making** – Choose whether you want to go through the whole movie-making process, or have films shot instantly. Note that these movies still need to be cast and staffed properly.
 - **Instantly Constructed Buildings** – Toggle between waiting for buildings to be constructed by your staff or having them built instantly.

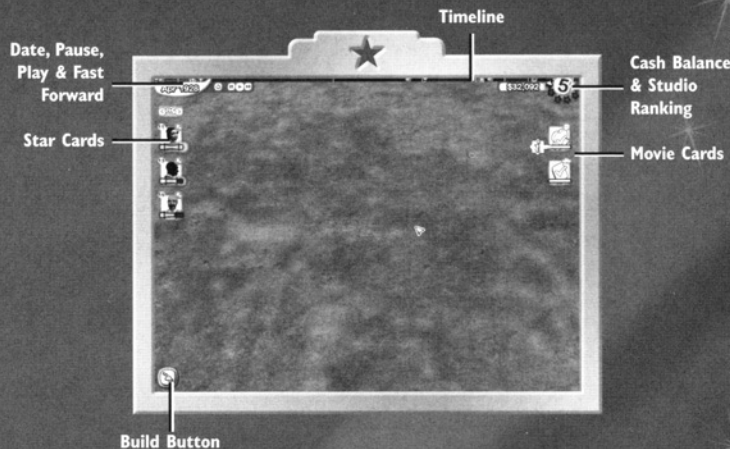


- **Stars Don't Misbehave** – Toggle whether Stars will behave or whether their moods will change.
- **Buildings Don't Decay** – Toggle this on or off to select whether you want your buildings to decay over time or stay in perfect working order without the need for repairs.
- **Start with a Ready Built Studio Lot** – Choose to start with an empty lot, or have a basic one ready for you.

Load Game – Load a previously saved game to continue where you left off.

Playing the Game

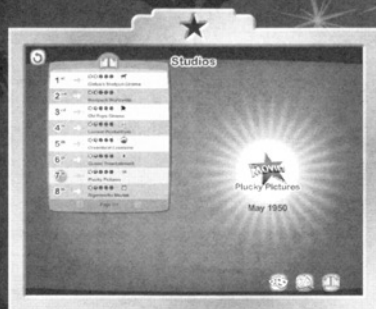
The In-Game Interface (HUD)



Timeline – The line along the top of the screen shows the passage of time from present day into the future, with each segment representing a year. Pay close attention: Events that affect your studio will be shown, such as new sets and facilities, award ceremonies, changes in public taste, gossip about your Stars and completion dates for research. Hold your mouse cursor over an icon to get more details.

Pause, Play and Fast Forward – Pause time, speed it up and play at normal speed. When you pause the game, you can still perform many tasks and check the status of your staff, studio and movies in production. You won't be able to pick up and drop items in the studio such as Stars, staff, movies or scripts when time is paused. When in Fast Forward mode, you can play the game as normal, except everything happens much faster.

Studio Ranking – Your studio is up against the other big guns in Tinseltown, and this icon shows you how you measure up against the competition. Your rank is determined by a number of factors, such as your cash balance, the quality of movies your studio has released so far, the quality of Stars in your employ, how well connected and laid out your studio is and even how clean and tidy you keep the place. Clicking on the Studio Ranking icon in the top right corner of the screen takes you to the Charts screen.



Cash Balance – The movie business is a competitive and an expensive one, and if you want to be up there with the best, you'll need cash in the bank. Clicking on this figure takes you to the finance screen. Your Cash Balance contributes toward your ranking in the Charts, so it is advisable to spend wisely.

Note: Your balance can go into the red but when you're in debt, you won't be able to build new sets or add certain facilities and lot ornamentation.

Build Button – The icon in the bottom left of the screen controls all construction in your studio. Click on this to see sub-menus:

- **Facilities** – Build facilities for your studio from toilets to research laboratories.
- **Sets** – Build a set on which to film your latest masterpiece.
- **Landscape and Ornaments** – A range of items to make your studio look better and feel like a happy home for your Stars.

Star Cards – These images represent the Stars (actors and directors) in your studio. From these portraits you can see their position in the Star charts, their mood and their current activity. You can also view detailed information about your Star by simply placing the mouse pointer on their card. The Star card also provides a snapshot of how your actor or director currently looks. By using the buttons above the Star cards, you can cycle through your studio's other employees and quickly find the right person for a job.



Tip: To locate an actor, director or any of your staff, left-click on their card to jump to them on the studio lot. To pick up an actor, director or member of your staff to your current location, hold down the left mouse button on their card and drag them to the desired location.

Movie Cards – See the current status of any movies in your studio. You can see what stage of production the movie's in, what's holding up production and the current Star rating. The chart position for released movies is also shown on these cards. Movie card icons reflect the status of your movie. Before filming commences, your movie card is represented by a script icon; when filming, it appears as a movie camera; and when completed, it appears as a film can.



Your scriptwriters are busily working on your latest blockbuster.



Your script is complete and ready for casting in the Casting Office.



Casting is complete and you are ready to shoot your movie.



Your movie is in the process of being filmed on your studio lot.



Your movie has now been shot and is ready for release.



Your movie has been released. When your movie is taking money at the box office a \$ sign will pulse over the movie card. When your movie is no longer making any money, you should archive it in the Production Office facility.

The number on the card indicates your movie's current chart position.

- **Genre Icons** – The icon in the upper-right corner of your movie card reminds you of the movie's genre.



Action



Comedy



Horror



Romance



Sci-fi

Information Bubbles

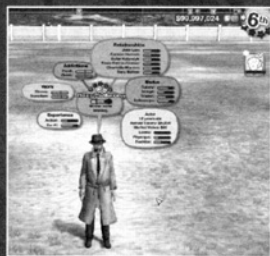
Information bubbles are your way of keeping track of your staff, Stars, movies, facilities and sets. These bubbles intelligently work out which information is of the highest priority and display this first.

Displaying Information Bubbles –

To display information about a Star, movie or building, simply hover the mouse cursor over an item and wait for the bubbles to appear. This also works with the Star and movie cards described on pages 6 and 7, respectively.

Displaying All Information Instantly –

Right-click on an item for which you would like information. All information pertaining to that item will be displayed instantly.



Closing Information Bubbles – To close an information bubble, just click on it and it will “burst.” Clicking on the central bubble closes all the attached bubbles. Moving the mouse cursor away from the item attached to the information bubbles also closes them.

Sometimes a bubble will display a red “!” symbol to let you know when something is really wrong, or a blue “i” symbol to inform you of something.



Bubbles are displayed in groups to help you clearly see which, if any, areas you need to address. The bubbles display information in a simple bar, allowing you to quickly see if something's wrong.

Understanding the Information Bubbles – Many of the bars displayed on the information bubbles represent a maximum and minimum value. For example, if the bar in the main bubble is full, then your Star could not be more delighted by the way you've treated them. If, however, the bar is empty, your Star is totally unhappy with something you have been doing with them and you should do something about it.

Some of the bars have vertical lines marked on them known as “thresholds.” These represent mood thresholds, or points at which the level of the bar will start to have a serious impact on your Stars. If a bar drops below the lower threshold, something is very wrong with your Star and their performance and happiness will suffer. If this happens, you should read all the information bubbles and try to find a way to solve the issue. If a bar progresses past the upper threshold, you are managing your Star well and they're happier and will perform better.

PA System – In addition to information bubbles, listen for announcements over the studio PA system that help keep you up to date with problems and interesting developments as they occur.

Pips – Alongside the information bubbles you'll often see additional feedback coming from pips. As areas of your studio status change, you'll see pips appearing on-screen and alerting you of the changes. The background color of a pip shows at a glance if the change is a positive or negative one for your studio—a red background is negative and a green background is positive.



Guiding Streams and Star Trails – When you pick up a Star, movie, script or a person from the queues, you'll see a trail of stars leading you to perform the most sensible action. This is only a suggestion, however, and in all cases you can ignore the guidance and make your own decisions about where you want to go. However, these guiding streams will always guide you to the next step if you're unsure where to go next. These also display on the Build menu, showing you which icons and options to select next if your studio is in need of something.

Basic Controls

Keyboard	Action
Up Arrow or W	Scroll Camera Forward
Down Arrow or S	Scroll Camera Back
Left Arrow or A	Scroll Camera Left
Right Arrow or D	Scroll Camera Right
Tab	Go to the end of highest priority sparkling stream
Esc	Leave/close a screen or display the Pause Menu when in your studio lot
Spacebar	Center Camera on the Studio Gates
L	View Studio Attractiveness
M	Toggle Map Mode On/Off
P	Pause/Un-Pause

Navigation

Get around your studio quickly and simply using the arrow keys or the **W A S D** keys to move the camera in the corresponding direction. You can also move the mouse cursor to the edge of a screen to push the camera in that direction.



To rotate the camera, hold the middle mouse button and move the mouse left or right. If your mouse does not have a middle mouse button, hold down the **Ctrl** key while using the left and right cursor keys. Zoom the camera in and out of your studio using the mouse wheel. Scroll forward to zoom in and backward to zoom out. Hold the **Shift** key during any of these functions to speed up the movement.

To get a bird's-eye-view showing your entire lot, press the **M** key on your keyboard. You can then double-click anywhere on your lot to go directly there. This is known as Map mode.

Interacting with Your Studio and Staff

To interact with your studio and staff, simply move your cursor over them, then click and hold the left mouse button to select and pick things up. Use the right mouse button to get information about the item your mouse cursor is over. To move an ornament, flora or furniture, hold the mouse cursor over the object until it highlights, then left-click and hold to grab the object.

Item Being Used	Left-Click	Right-Click
Person	Pick Up/Drop	Display all Information Bubbles
Star Icon on HUD	Select to Move/Drop	Display all Information Bubbles
Movie Icon on HUD	Select to Move/Drop	Display all Information Bubbles
Lot Ornaments	Duplicate (into hand)	See Move Options
Facilities	Show Floorplan	

The Pause Menu



Press the **Esc** key to pause the game and go to the Pause menu, where you can save your game. The options here are the same as those in the Main Menu (see Getting Started), with an extra option to save your current game.

You can halt game progress without entering the menu by pressing the pause icon in the top left of the screen beneath the timeline.

Saving & Loading

Your career in film will be a long one, and you'll want to keep track of it along the way. To save your game, bring up the Pause menu and select Save Game. You'll be prompted to enter a name for your saved game or to overwrite an existing one. The icon on the right is displayed in the bottom right of the screen during an autosave.

The game also regularly auto saves your progress.



Making Your First Movie—Quick Start Tutorial

The Quick Start Tutorial in this manual is a walkthrough designed to help you learn the fundamentals of the game. The game offers you more detailed guidance with its interactive tutorials and Learn the Basics modes, which we suggest you play when you first start the game.

Hiring Builders

The first thing you'll need to do is to employ some staff to help you build and maintain your studio.

At the staff office, the building on the left of your studio entrance, you should see a line of people looking for work. Pressing the Spacebar instantly centers your camera over the front gates. Pick someone up from the queue by left-clicking on them, and drop them into the Create Builder room by hovering over the staff office until the blue floorplan appears. Release them with a left-click.

Builders build new facilities for you—the more of them you have, the faster they can complete your construction work. In the staff office you'll also notice another room where you can hire janitors to keep your studio looking its best by removing litter, tending the grass and keeping ornaments looking pristine.

Building Up Your Studio

Now you have some construction staff, you can build other facilities for your studio. To construct a building, click on the Build icon at the bottom left of the screen, you will see sub-menus for facilities, sets, landscaping and ornament placing. All construction work falls under these three areas, but for now, click on the Facilities icon. This brings up a menu listing all studio facilities you can make at that point in time as well as a summary of that building's cost and how many of them you already own.

You'll need a stage school to recruit some raw talent, so click on the Build menu and choose the Facilities list. Next click on Stage School. You'll be able to move a flat version of the building around your lot, the outline for which will be marked in yellow if it's OK to build and red if there's something obstructing the construction. Place a stage school on your lot and the builders you hired will move in to start construction.

Your studio prestige is partly based on how well laid out your studio is. You should think carefully about where to place buildings and how well you can connect them. You can place paths between buildings to help speed up travel times between the two locations.

Once construction is complete, you'll see a queue of talented hopefuls waiting for their shot at fame. Use the information bubbles to see just how talented or how beautiful a person is, as well as a detailed breakdown of their personality. From the queue, drag and drop characters into the actor, director or extra rooms of the stage school. These will then be added

to your Star list on the left-hand edge of the screen. We recommend hiring a director and a couple of actors just to get started.

Write a Script

To make great movies, you'll need a great story. The in-game tutorial placed a script at the studio gates for you, but if you want to skip the tutorial, you need to hire someone to write a script. Click on the Build menu and choose the Facilities list just as you did for the stage school. Follow the same steps, taking care to place your script office in a well-chosen location. Once construction is complete, you'll see a line of writers looking for work.

To hire a writer, follow the same drag and drop process as for builders, only this time drag them into the script office and drop them into the desired genre room.

Once you have a writer, they'll go to the script pool and begin work. If you want to hire more scriptwriters to speed up the writing process, drag and drop them into the script pool.

Hire Your Crew

While the writers are hard at work, it's time to hire the people who will help you make cinema history in your studio.

Hiring crew to help shoot your movie follows the same principal. Build a crew facility from the Build menu and then hire staff. It's worth checking on your script progress at this point—if the script is completed, you can right-click its icon on the right-hand edge of the screen to show its info bubble and find out how many Stars and crew you'll need.

Casting

Now you have a talent pool to choose from, you'll need to cast your movie. Build a casting office, and left-click on it to lower the walls and view its floorplan. The floor plan shows all the roles involved in making a movie from cast to crew. To select a movie for casting, drag the movies icon from the right-hand side of the HUD into the Begin Casting room on the floor plan. The movie is now in casting. At this point you can assign Stars, directors, extras and crew by simply dropping them into the corresponding rooms. Once casting is complete, you'll be prompted to drag the movie icon into the Shoot It room—this will begin the movie shoot.

Shooting Your Movie

All filming takes place on set. Information bubbles for a movie show you which sets a script will require. If a set is listed in red, there's an issue with that building—either it's in need of repair, you don't own it yet or another film is already shooting on it. Build new sets by clicking on the build icon and then selecting the sets icon. Select a set you need or want, and place it within your studio lot. If all is well, once construction is complete your cast and crew will assemble on set and begin shooting the movie.

Releasing Your Movie

Once filming is complete, you can release your latest masterpiece to the public. Drag the completed movie over to the production office and into the Release room. If you have a publicity office, you can even assign the different levels of marketing to put behind your film simply by dragging the movie icon onto the amount you wish to spend. Try to match the marketing budget to the quality rating and total filming costs of the movie. If you want to view your movie before you release it, drag it into the Movie Player room of the production office to see the film in its entirety. Also, upon releasing your movie, you'll be shown the release screens, a list of how much the movie cost and how it has affected your Stars. Click on the eye-shaped icon at the foot of the menu to see the movie once again.

Reviews

Once your movie has been released, you'll be brought to the Review screen, where you can see what the press thinks of your finished product. They'll comment on everything from the quality of the script to how well you've maintained your sets. Take their comments with a grain of salt, though—when they like something, they really like it, and when they don't...well, critics aren't paid to be nice.

You can also, at any time, drop one of your Stars or the "I" icon into the Reviews room of the production office to find out what the public thinks of them or your studio.

Make the Stars

Actors and Directors

The heart of your studio are the actors and directors. Keeping these people happy plays a key role in determining just how successful your studio and movies are. They all have personalities, likes and dislikes, and egos that go with the fame and pressure of the big screen. If they are unhappy, their mood bar will drop; a Star in a bad mood will not perform to the best of their abilities.

Chart Their Rating – Making great movies requires great Stars, and abilities and fame are key factors in your studio's progress. Bring up the information bubble for any of your Stars and you'll see their Star rating between 0 and 5. The rating is based on their image, talent, salary, trailer, entourage and the quality and success of the movies they've starred in.

You control their careers, so by casting an actor in multiple horror movies, you can increase their skill in that genre.

In addition to their rating, all Stars from all studios are listed in the Star charts. The number in the top left represents their current chart position. This is based not only on their rating as listed above, but also on their exposure to the media and PR and their relationships with other

characters. Click on the ribbon in the top right corner to see which factors determine your Stars' position within the Charts screen.

Work – Putting your Stars in too many movies without a break leads to them becoming overly stressed and could mean they put in a poor performance in their next movie or even turn to food and drink binging. Leave them with nothing to do and they'll probably get bored. To relieve boredom, put your actor in a movie, get them to practice a genre by dropping them on a vacant set or give them something to occupy their time. As the game progresses, more items will become available to help entertain your Stars such as exercise equipment, pinball tables...even gumball machines.

Experience – When you hire a wannabe, you'll see their information bubble lists their current experience in each genre. The more experience in a genre, the better their performance will be in any movie of that genre. To boost a star's experience, have them practice on a set or appear in a movie of that genre.

Status – Every Star in your studio is an individual and it's your job to cater to their personal needs. The Stars you hire will grow more demanding as their fame increases, and before long, you could find yourself flooded with demands from spoiled or unhappy celebrities.

Your Stars want to be looked after and rewarded for their efforts. Whether this is with a fat pay raise, a flashy new trailer or an entourage of flunkies to boost their ego, it's up to you. A Star who's unhappy will look unhappy and eventually throw tantrums when they have low mood. Check out their information bubble for details on a specific problem.

- **Salary** – Money is one of the driving factors in any business, and making movies is no exception. As your Stars become better at their jobs and as your studio grows, the Stars will want more money. Click on the Cash Balance in the top right of the screen, then click on the arrow along the right-hand edge of the Finance screen to go to the Salary screen. You can adjust the amount you pay your stars and see just how it impacts their happiness (but don't expect them to be excited about a pay cut, however small!). Be careful though, Stars can get jealous of each other's salary!
- **Image** – The movie industry expects your Stars to dress well and look their best at all times. It's up to you to determine just how they look using the Makeover Department. Here you can select what costume to dress your Stars in and adjust the accessories and makeup to go with it. The factors that go into determining what's currently fashionable are the era and current genre popularity.
- **Trailers** – Every big Star needs somewhere to call home. As you progress through the game, better and better trailers will become available in the Facilities Build menu. You can assign your Star a trailer by dropping them into one. This increases their happiness as long as the trailer is big enough to match their status—giving them one that's old or small could be an insult! As with salaries, Stars can become jealous of each other's trailer.

- **Gifts** – Adding desirable items and ornaments around the trailer will help keep them sweet, so building a water fountain not only looks great but it makes the Star feel special, too.
- **Entourage** – Surrounding your Stars with flunkies ready to cater to their every whim is one way to keep them happy. You can assign an entourage by dropping a character next to an actor or director. Stars can never become entourage members; their egos just wouldn't allow it! Also, you can only assign an entourage from one of your available staff. Hopefuls waiting in line cannot be asked to follow a Star as a member of their entourage. As a Star gets more famous, they'll want a bigger entourage to help keep them feeling good.

Relationships – There are real benefits to having your actors and directors get along together. They make better movies if their on-screen chemistry is good, and they're easier to manage away from the camera. This is no small task, especially when they're all in competition for movie roles and coveted awards. If your Stars are stressed, addicted to food or drink or unhappy with their salary or image, relationships won't blossom.

You can improve the relationships of your Stars by dropping them next to each other to chat; remember that relationships take work, so keep putting people together. You can gain insight into their feelings and desires by the thought bubbles that appear when two Stars are interacting. Once a relationship between two Stars has progressed a bit, try putting them together in the bar and restaurant, but don't do this too soon, or the intimacy of their surroundings may prove too awkward.

Addictions – The pressures of fame and fortune can weigh on Stars. If Stars become too stressed, they can turn to drinking or comfort eating to find solace. Depending on how long they're left unchecked, these addictions can have a big impact on how the Stars look and behave. At this point, if you have the rehab facility, it may be wise to book them into rehab for a while so they can conquer their addictions.

A Career Ends – If you've treated your Stars well, they'll remain loyal right up to their retirement. Eventually they'll reach an age where they'd rather be relaxing and watching movies, not starring in them. When this happens, an information bubble will appear on the timeline, allowing you to view the highlights of that star's career as you hand them their gold watch and send them on their way with thanks and good wishes...

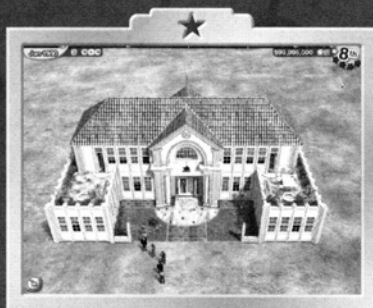
On the other hand, if you haven't treated your Stars well—or well enough, at least by their standards—they may decide to seek greener pastures at another studio. When they're upset enough with their salary or image, they'll let you know; if you let the situation continue to deteriorate, they'll walk right off the lot, taking all the time and money you invested in them. You'll need to do everything in your power to bring their mood up above the upper threshold to appease them—should you wish to.

Run the Studio

Facilities

Your studio is the place where all the action takes place. With gameplay starting in the 1920's, you'll find the facilities at your disposal are somewhat limited. As the game progresses, you'll open up new facilities with new functions. However, there are some facilities that no self-respecting studio boss should be without:

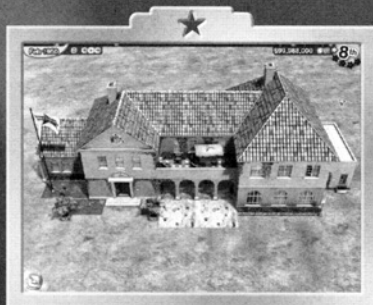
Stage School – Recruit actors, directors and extras here. You can also import Stars you've created using the StarMaker tool (see page 33).



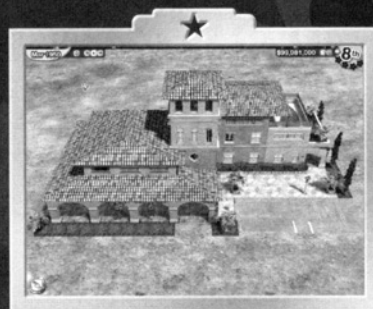
Crew Facility – Hire people to work behind the scenes: operating cameras, microphones and other pieces of technology that are essential to filming. All movies need a crew to begin shooting.



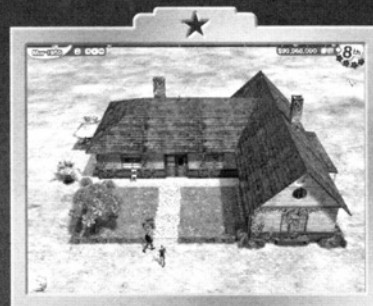
Casting Office – This is where you assign your actors, directors and extras to their specific roles in a movie. Once you're happy, you can begin shooting.



Production Office – The financial nerve center of your studio. Wages, marketing budgets and other money-related features are controlled here. From here, release your movies to the public, and also see reviews of your movies, Stars and studio.



Script Office – Here you can employ scriptwriters to create scripts in one of the five genres. The quality of these scripts will depend on how advanced your scriptwriting offices are. As time goes by, you'll be able to build better offices. As writers get more experienced, the time to write a script will be shorter.



Custom Script Office – This advanced facility allows you total freedom to write your own scripts. You can cast actors and choose sets, scenes, costumes, weather and lighting effects with maximum control over content, budget and quality.

Post Production – This advanced facility allows you to edit your completed masterpiece, adding your own music, special effects, subtitles and speech.

Star and Script selling – Sometimes you might want to sell off Stars or scripts to rival studios to make some quick money. Building this facility allows you to do just that. Simply drop the Star or script you want to sell into the building and you'll be rewarded with cold, hard cash.

Staff Descriptions

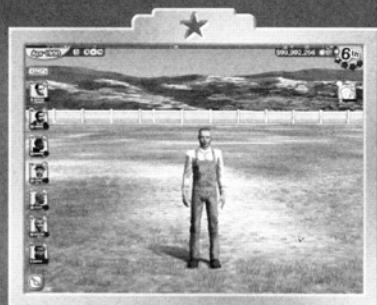
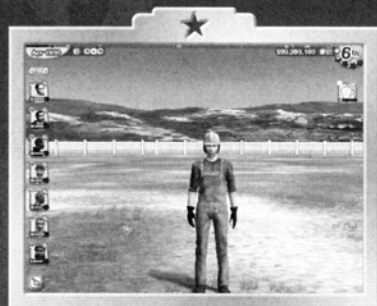
It's not just actors and directors who populate your studio; there are countless people behind the scenes who play their own part in making movie magic. Just like Stars, the more experience these people have, the better they do their jobs. These are some of the people who play key roles in the success of your studio:

Extras – These people fill in the non-starring roles in your movies. Some scenes need extra people in the background to add depth and believability and that's where extras come in. Extras can be hired at the stage school.

Scriptwriters – A good script is the basis of every great movie. You can hire scriptwriters to create one for you.

Builders – These characters are responsible for building and maintaining the facilities and sets in your studio. If a studio item falls into disrepair, you'll no longer be able to use it, so having enough builders to keep the studio running smoothly is a good idea. A building cannot be used again until it's fully repaired.

Janitors – Keeping your studio looking good has benefits for its prestige rating and therefore your studio ranking. Janitors pick up litter and tend to your lot to keep it looking its best.



Film Crew – Responsible for setting up the equipment on set, operating the cameras and microphones while shooting and adding their expertise wherever needed, your film crew is as indispensable as your Stars—and a lot less demanding!



Scientists – The movie industry is at the forefront of technology, and it pays to keep a researcher or two on-site to ensure your studio is always ahead of the pack for new features and advances. Researchers work on new ways to enhance your movies and make the most of advances in technology over time.



Other people on the lot:

Photographer – As your studio rises up the charts, photographers will begin to turn up at your gates in the hope of a juicy story to splash all over the tabloids. Photographers only take pictures of Stars in news-worthy situations, such as being treated for an addiction or socializing with a member of the opposite sex. Pick up a photographer and hover them near one of your Stars. A camera icon will appear above the nearest Star. Depending on whether there's a tick or cross on the icon, when you drop the photographer, he will either return to the studio gates and wait for a better story or will snap the Star and rush out of the studio to see his editor. Being featured in the press boosts a star's press rating and hence their star rating. However, it may also have a negative effect on their mood.

Sets

All good movies call for glamorous or even fictitious locations to provide a backdrop for the actors. To build a set, click on the Build icon and choose the Set sub-menu. A list of all the sets you can build will be displayed. Hold your mouse over each thumbnail for a short description of the set.

Even when not being used for filming, sets can be used by your Stars to improve their experience in the genre associated with the set. To get your actor or director to rehearse on a set, simply pick them up and drop them on the Rehearse icon on the set.

Landscaping Your Studio

There are several factors that affect the lot prestige of your studio:

- How well maintained the buildings are.
- How well-paved the paths are between buildings.
- The amount of litter.
- The level of toilet and catering facilities present relative to the number of people on your studio lot.
- The level and quality of the ornamentation and flora (grass, trees, flowerbeds, etc).

Placing and Connecting Your Buildings

Think about how to lay out your lot when it comes to placing facilities and sets. Consider the distances your staff and Stars will need to travel, for instance. Having your casting office in the far corner of your lot and your sets in the opposite corner means your crew, directors and actors will have a long way to travel. Large distances between buildings also mean you need to lay down more paving, which costs you more money.

For your lot to function well, each building needs to be connected via paving. This speeds up your staff because paving is easier to walk on than grass or sand.

Studio Attractiveness

To keep the value of your studio lot high, you need to ensure that it's pleasant to the eye as well as being functional.

To view the current level of attractiveness of your lot, press **L**. You'll see shades of green and red in the area by the buildings you have constructed so far. The greener an area appears, the more attractive it is. Red areas on the other hand, need attention because they're not looking so great.

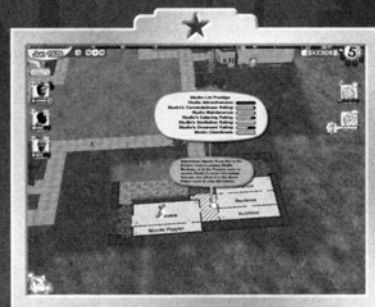
To turn a red area into a green and pleasant area, you can place grass, sand and flora such as flowerbeds, hedges and trees in these areas. As you do this, you'll see the level of redness fade and eventually turn green as you add further flora. If the problem is due to litter, place some trash cans in the area and get a janitor to tidy up.

Things that are considered unattractive include:

- Wide expanses of paving.
- Dead grass.
- Toilet facilities.
- Litter.

Prestige

All of the aforementioned aspects of managing your studio contribute to your studio's prestige rating, which is one of the factors used to determine how well your studio rates compared to the competition. If you want to see a breakdown of your studio's prestige, go to the production office and right-click on the "I" standing in the middle of it. You'll trigger an information bubble that lets you know what you're doing right—and what you need to work on.



Star, Movie and Studio Charts

Left-click on the Studio Ranking rosette button in the top right of your screen to open up the Star, Studio and Movie charts. These charts show just how your studio, Stars and movies are doing in relation to the competition. Your Stars are highlighted to make them easier to find. If you have Stars languishing at the bottom of the pile, left-click on the arrow button to the right of their name to scroll directly to the star rankings page where they're listed. Right-click on their entry to view a breakdown of what determines their ranking and what you can do to improve their status.



Being ranked number one is the ultimate goal of everyone in showbiz. A number of factors go into making up your current ranking, such as your finances, the quality of the movies you've made to date, the rating of your Stars and the overall prestige of your studio lot.

Awards

Every five years an awards ceremony takes place where you can be awarded for your movies, Stars and studio achievements. Keep track of the timeline to be aware of when these awards ceremonies come up. Also, the Awards icon will stay active in the top-left of the screen after a ceremony so you can recap any awards or bonuses you may have won.



Winning an award at the Lionhead Motion Picture Awards ceremony activates a special bonus that will help you in various ways until the next ceremony. There's no limit to the number of awards you can win, and hence bonuses you can activate, in a single awards ceremony. Be careful though; all bonuses only last for five years and will be deactivated when another awards ceremony occurs, so you'll have to win the awards again to continue to benefit from their bonuses. A bonus icon appears in information bubbles and in the Movie Release screen to show when your active bonuses are having an effect. Combinations of certain bonuses could turn a hopeless studio into an international success story, so plan your attack on the awards and exploit your bonuses to the maximum!

Movie Mogul Ranks

According to the Lionhead Motion Picture Academy, there are nine official ranks of studio owner. You start the game at the lowest rank of "Greenhorn." To move up a rank, you must meet the requirements set out by the Academy, which can be viewed at each award ceremony or by hovering the mouse pointer over the award ceremony icon on the timeline. In addition to gaining the respect of your peers, meeting all the requirements of each rank will unlock special facilities and sets that will help you on your way to global cinematic domination! Each special prize unlocked in New Game mode will also become available for you to use in Sandbox mode.

Research

Technology has played a big part in cinema history and therefore plays a big part in the success of your studio. When you start a new game, you only have access to the technology available in that decade. Researching new technologies, facilities, costumes and sets allow you to make better films than your rivals, and in doing so, make more money. Research opens up new technology faster than your rivals, and items you are researching are highlighted on the timeline. Having access to these features early increases the quality of your movies and helps raise you above the other studios.

Your scientists can research four key areas of movie-making:

Movie-Making – Research in this area provides access to new movie-making technology such as sound, color and CGI.

Cult-Packs – Research in this area unlocks sci-fi and horror sets, props and costumes.

Mainstream Packs – Research in this area unlocks general sets, props and costumes.

Stars & Studio – This area covers research into new facilities, trailers, outfits for your Stars and cool gifts to keep them happy. Get ahead of the crowd by getting the first rehab clinic or cosmetic surgery facility in the business.

Advanced Movie-Making & Post Production

In the Quick Start tutorial we looked at making a movie using scriptwriters to create the storyline. While this can produce good quality scripts, *The Movies™* allows you to go one step further, giving you the tools to choose every detail, right down to individual props. There are three steps in this process:



Step 1: Cast your actors and select your sets and scenes in the Advanced Movie Maker.

Step 2: Shoot your movie from the custom script created in step 1.

Step 3: Edit your movie, adding music, sound effects, subtitles and speech in post production.

Tutorials



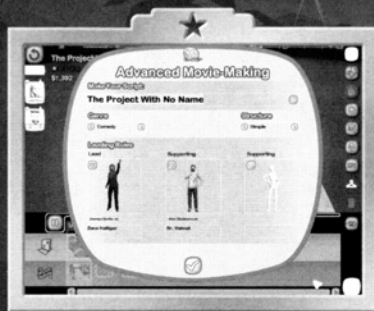
Should you need any help making a movie, you can refer to the tutorial videos provided. Click on the "i" button in the top right of the screen and select the tutorial relevant to you.

Make Your Script

Upon entering this mode, the first screen allows you to choose the name, genre and structure of your movie. The Advanced Movie Maker keeps the same basic drag and drop rules as in the studio, so getting started should be quick and easy. There are three mannequins representing the three possible lead roles in your movie. Drag a Star onto one of these mannequins to assign them to that role. You can return to this screen at any time wh

Global Costumes – To set a global costume for an actor (the default costume they will wear in every scene you add), grab your actor's star card and drop them on the Makeover Department icon (the clothes hanger). You can still make changes to each actor's costume in any scene you wish by selecting them from the scene and dropping them on the Makeover Department icon.

Structure – The structure you choose provides a template relevant to the genre of movie you have selected. The template helps guide you in scene choice by selecting the most suitable scene for each stage of the storyline. If you want total freedom, select Freeform. More details regarding the templates can be found in The Hollywood Scriptwriting Template section (page 28) of this manual.



Adding Sets, Scenes, Actors & Costumes

Choosing Your Sets

To start making a film, you first need to choose a set. Click on an empty set box at the bottom of the screen. A list of sets will appear, with the sets you already own listed at the top and ones you don't listed below. It's possible to select a set you don't have yet in your studio. If you do this, you'll need to build that set before you can film the scenes that take place on it.



Adding Your Scenes

Having selected a set, the game will prompt you to choose which scene you want to see. Since there are potentially hundreds of scenes per set, you can choose to reduce the number of choices you have by displaying just the scenes you're interested in. This can be done by using the filter buttons or by entering a text description in the search box.

Hovering the mouse over a scene provides you with a description of the scene as well as information on the length of the scene, the number of actors and the number of option sliders you can adjust to change the final scene. Simply click on a scene and it'll be added to your movie.

Viewing the Set While Editing

The Advanced Movie Maker replicates the controls used in the studio lot to allow you to zoom, rotate and pan to get the best view when editing.

Adding Actors to Scenes

To assign an actor to a role within the current scene, you can either drag an actor from a star card and drop them onto the desired role, or drag them from one role to another.

Modifying Scenes

The Advanced Movie Maker allows you to combine sets and scenes together to form a story. You can modify these scenes further using the buttons along the right-hand edge of the screen:

Dress Set – Place ornaments and items on the set to adjust its look or better suit your artistic direction.

Props – Change the props used in certain scenes, such as the type of car in a chase scene.

Weather and Lighting – Adjust the time of day and weather settings for the scene.

Choose Backdrop – In some scenes, you can change the background image to affect the look and mood of the shot.

Toggle Empty Parts On/Off – Toggle this on or off to see or hide the mannequins you have not assigned actors to.

Sliders – Switch to the slider mode. Depending on the scene, you can use various sliders to alter the tone, outcome and many other elements of the selected scene.

Costumes – To change the costume of an actor, simply drag them from within the scene onto the clothes hanger icon. This takes you to the Makeover Department and only changes the costume for the current scene. To set a costume for use by an actor across an entire movie, drag their star card from the left side of the screen onto the Clothes Hanger icon. You can also drag one of your three main Stars from the Make Your Script screen to the Clothes Hanger icon to set their costume for the entire movie.



Moving and Deleting Scenes

To delete an unwanted scene, simply drag it across to the trash can icon. To move a scene, simply drag it from its current position to a new position within your storyline.

Post Production

Post Production allows you to edit your movies, adding visual and audio effects before releasing them or uploading them to the *The Movies™* web site.

Tutorials – Should you need help editing a movie, please refer to the tutorial videos. Click on the  button in the top right of the screen and select the tutorial relevant to you.

HUD Features



Adding audio – Click on the timelines for Music, Sounds or Dialogue to add files for these three respective areas. Choose your music or sounds from the drop down list within the displayed categories. In addition, you can use this menu to browse your computer and add in your own sound effects. Dialogue allows you to record your own dialogue for your movie, or add in your own pre-recorded audio files – ideal for adding voiceovers or custom sounds to films. Once added, all sounds can be dragged around on the timeline until they fit your movie.

To record your own audio, you'll need a microphone installed and set up on your PC.

Note: To add your own sounds, they need to be in the **wav** or **oog** file format, saved in the following location – **My Documents\The Movies\Sounds**.

Lip-synching – You can assign recorded or imported dialogue tracks to sync with the movement of one of your star's lips.

• To Record In-Game

1. Make sure your microphone is set up as the selected recording source in Windows.
2. Click the Play button in the Post Production Screen.
3. At any point, click on the grayed out Record button.
4. The Record button will light up and recording will start. Speak clearly into the microphone, and do not leave long pauses. (Try to keep the recorded segments short, less than 40 seconds.)
5. To stop recording, press the Stop button. The recorded track will appear in the Dialogue Track.
6. Right-click on the recorded dialogue track.
7. A menu will appear with the name of every role in the movie, and the name of the Star that's playing it.
8. Select the role/Star you wish to assign the lip-sync to, and click Okay.
9. Make sure the recorded dialogue track is aligned with the appropriate part of the scene.
10. Click Play, and watch your Stars move their lips in time with the audio!



• To Import a Pre-Recorded Audio Track

1. Record a piece of audio no longer than 40 seconds using your favorite recording software.
2. Save the file as a 16-bit PCM .wav file at any frequency, either mono or stereo. (44kHz frequency works best, but as low as 22kHz works fine.)
3. Place the file in any sub-directory under My Documents/The Movies/Movie Sounds.

4. Start the game and load any finished film into the Post Production screen. You can also load a saved .trl file (any movie that has been filmed in-game) from the Main Menu under the Movie Player option.
5. Click anywhere in the Dialogue Track.
6. Select your audio file, and click the OK button.
7. Follow steps 6–10 as listed above.

Adding subtitles – Much like audio, adding subtitles is simply a matter of clicking the subtitle track and typing in the text you wish to appear in your movie. You'll also find a selection of fonts to choose from.

Editing – Customizing your movie is made simple in post production. You can quickly and easily drag and drop scenes to anywhere on your movie strip, or delete them by dropping them in the trash can. Should you wish to break a scene down into smaller sections, you can use the Split Scene button. Simply drag the timeline slider to the position where you wish to split and hit the Split Scene button. This cuts the scene in two. Each piece will now be treated as a separate scene in this screen.

You can also change the style of your movie titles with the buttons on the right-hand side of the movie pane. Simply click the button to open the menu to adjust the style and text of the credits.

Exporting Your Movie

Should you decide you want to upload or store your movie in a format for viewing on your PC, you can render it out in post production. Rendering saves the movie as a .wmv file, compatible with Windows Media® Player 9 or higher. When rendering, you have various output options:

Low – The lowest quality but also the smallest file size, suitable for e-mail.

Medium – A compromise of quality and file size that strikes a good balance between the two.

High – The best render quality available, which generates larger file sizes.

Online – A custom output designed to create manageable file sizes without sacrificing too much quality. If you want to upload your finished movie to The Movies™ web site, this is the option you'll need to use.

Online Thumbnail – Move the slider along the timeline to any frame you like in your movie. Press the Online Thumbnail button to select this frame as the image used to represent your game online.

The Hollywood Scriptwriting Template

How do you make sure your movies are up to Hollywood standards? How do you make them look and feel like real films? Well, believe it or not, most Hollywood scriptwriters use a tried and true formula to make their movies.

Below are templates provided by the advanced movie-making screen for each of the five movies plus a breakdown of how they work and what each stage represents. The game also features a simplified four-stage version of each template.

Follow these simple rules, and you'll be making blockbuster movies in no time...

Horror

Horror comes in many ghastly shapes and forms, ranging from quick and gory slash fests to slow, mind-bending psychological terrors. Some of the best horror movies make masterful use of sound and music to steadily frighten the audience and then make them jump at precisely the right moments.

Intro – Sets the scene and tone for the rest of the movie and introduces the main characters and themes.

Shock – A shocking event or strange occurrence that terrifies the hero and hints at the horror he or she must face.

Pursuit – The hero, scared but undeterred, pursues all leads and investigates deeper.

Encounter – A significant and terrifying scene in which the villain commits an evil deed, such as killing one of the supporting characters.

Preparation – The hero prepares for the fated final encounter with the disfigured villain or malevolent force.

Big Fight – The final confrontation between the hero and the villain.

Resolution – The hero has succeeded and vanquished the horrific foe and returns to normal life, forever changed by the terrifying experience.

Action

Action movies aren't just about fight scenes, car chases, criminals and shootouts, but also can be about battle scenes, soldiers and warfare. Whatever the theme or setting, action movies are nothing without a brave and resourceful hero—with or without an optional sidekick.

Intro – Sets the scene and tone for the rest of the movie and introduces the main characters and themes.

Skirmish – The first confrontation between the hero and the villain—or one of the villain's henchmen. The hero's enemy will usually win or escape after this confrontation.

Investigate – Bruised but undeterred, the hero searches for clues to help in the mission.

Fight – The hero has a significant fight with the villain's henchman, which the hero wins.

Prepare – The hero pursues the villain, while training and preparing for a final confrontation.

Battle – The final action-packed battle between the hero and the villain.

Resolution – Having resolved the crime, knocked out the villain or gloriously won the war, the hero reflects upon the journey.

Romance

From the first time they meet to the final smooch, romance movies are packed with trials and tribulations, prolonging the drama and teasing the eager audience by keeping the lovers apart till the very last, satisfying moment.

Intro – Sets the scene and tone for the rest of the movie and introduces the main characters and themes.

Meeting – The first meeting between the hero and the love interest. This scene hints at the love and union to come.

Problem – An obstacle or problem prevents love from blossoming right away and already, the hero and love interest's union seems doomed never to happen.

Time Apart – The hero and their love interest spend time apart, but deep down, still pine for one another.

Reunion – The hero and their love interest are reunited.

Argument – A final altercation threatens to ruin the duo's love.

Resolution – Having overcome their final problem, the lovers fall into each other's arms, together at last.

Sci-Fi

Whether they're set in space, here on Earth or in a bizarre alternate universe, sci-fi movies aren't just about lasers and starships. Love stories, social interactions and moral dilemmas can be every bit as important. Just by using sci-fi props, costumes and backdrops, almost any set can be used to spice up cinematic adventures in space.

Intro – Sets the scene and tone for the rest of the movie and introduces the main characters and themes.

Encounter – The first confrontation between the hero and the villain, or the obstacle they face. The hero's enemy will usually win or escape this confrontation, or kidnap the hero's love interest.

Survey – Wary but resilient, the hero surveys the situation, seeking clues to help the situation.

Fight – A significant encounter occurs, such as a confrontation with the villain's henchmen.

Pursuit – The hero pursues the villain and prepares for the final confrontation.

Showdown – The final confrontation between the hero and the villain.

Resolution – Having conquered the enemy, resolved a moral crisis or simply rescued an alluring captive, the hero reflects upon the adventure.

Comedy

Though using incidental slapstick scenes can work wonders, if you want your comedy movies to be really funny and you don't want to rely on chicken suits or other fun costumes to spark the laughs, you'll definitely need to add either subtitles, voiceovers or both.

Intro – Sets the scene and tone for the rest of the movie and introduces the main characters, themes and locations.

Problem – The hero faces a problem or dilemma, which can be used to introduce the first major joke or comedy moment.

Pursuit – Time for a change of location! The hero travels in pursuit of someone or something they need.

Challenge – A challenge arises, and the hero gets to work with an arsenal of slapstick.

Preparation – The hero must prepare themselves, and all their witty lines, for a final showdown.

Conflict – The problem the hero faces escalates.

Resolution – The hero overcomes the problem, all is resolved and much laughter is had by all.

The Hero and the Villain

Another constant within any Hollywood movie is the presence of a hero and a villain.

Hero

The term "hero" may seem more suited to adventure movies or epic myths and legends, but actually, it's also used to describe the protagonist—or main character—in every kind of movie.

Depending on the genre and theme, the hero may work alone or with a sidekick or two. They may have friends, companions or mentors who will, in most cases, aid or guide them along the way.

The hero must face and accept a challenge that rips them away from their normal, everyday lives, then face and overcome an array of obstacles and problems before they can defeat their nemesis or resolve the problems they face.

Once their quest is completed, the hero gains a new understanding of their environment, their accomplishments or themselves.

Villain

The villain comes in many guises, and though typically represented by an individual, can also be a group, a malevolent force or even a tricky situation or dilemma. For example, though there may be an individual who represents the villain in a romance movie, the villain can also be an obstacle to love, such as the events and issues that conspire against love blossoming.

Depending on the genre and theme, the villain may either do all the evil deeds themselves, or they may have henchmen, guards or associates on hand to do their bidding.

The Movies™ Online

The Movies™ Online allows you to take your movies to a global audience. Once you've registered and obtained a Lionhead Community username and password from <http://www.themoviesgame.com/register>, you can activate your copy from within the game for online use. This only has to be done once. After that, every time you want to upload a movie, view your online balance or the online charts, you can use the Online screen from the front end where you will be asked for your login details.

The Online screen shows your currently exported movies on the left-hand side and your uploaded movies on the right-hand side including the available disk space remaining for you to use. You can either upload a film or remove one from the server.

Uploading a Film

Just click on a film from the left-hand side of the Online screen (faded out movies have already been uploaded) and the game will upload the movie to the server. It will then tell you the address where the movie has been uploaded (you can also check it yourself by going to the community site at www.themoviesgame.com).

After you've uploaded your film, you'll hopefully see your online balance increasing. The credits you get for a film depend on your online reputation. If you're a successful director, people will look forward to your next film—even if it turns out to be trash—which might mean the next time around, you'll get fewer credits despite your big blockbuster.

Deleting a Film

Just click on the trash can symbol next to the movie's name on the right-hand side and the movie will be deleted.

Attention: If you delete a movie shortly after uploading (check out the community site regularly for updates on this time frame

<http://www.themoviesgame.com/community>), you'll accrue a penalty charge. Your credits will be decreased by the amount the film was credited in the first place.

Online Balance

You can exchange your online balance/credits for new content in the Prop Shop. Some items are quite inexpensive while others can be astronomically pricey. You get online credits by uploading a film and winning awards and competitions.

Prop Shop

With your online credits you'll be able to "buy" additional content. The shop lists all the available props and tells you how to add them into the game once you've completed the transaction.

Online Charts

The Online Charts display which player (represented by their studio), which movie and which player's Stars are currently in the top 25 charts. The same information is available on the community web site.

The Community Web Site

On the community web site, people have the opportunity to watch, download and review/rate your film. Rating requires prior registration with the Lionhead community system (<http://www.themoviesgame.com/register>). Every user has only one vote per film, and the overall results of the voting determine the quality of your film.

We also have Online Charts—a virtual "box office"—which show how well your film is performing currently. The top films could even find themselves in line for an award.

Rules

Sharing your movies is part of the fun of making them. Other people can view them, download them or rate them and leave you some constructive criticism. While we don't want to restrict anyone's creative vision, please be aware that the web site is monitored at all times and material that's deemed offensive or inappropriate will be removed.

Please note, the movies you upload must not contain any copyrighted material for which you do not have the rights to use. This includes music and sound effects used in films.

Also note, movies edited outside the game cannot be uploaded to the official site.

A full copy of the Terms and Conditions for uploading movies to the official site can be found at www.themoviesgame.com.

StarMaker

The StarMaker is a powerful yet easy to use tool that lets you create your very own movie Stars. During the game's installation process, if you elected to place shortcuts on your desktop, you'll have a shortcut to StarMaker right below the shortcut to *The Movies™*. You can also find a shortcut to StarMaker in the Start Menu entry for *The Movies™*.

Main Menu

Choose to create a new male or female Star, save a Star you have in progress or load an existing one.

Basic Face Modelling

Once you've typed in your new star's name, you'll have the chance to select their head. Clicking on the top pair of heads opens up a selection screen from which you can make your choice. This is the basic head shape for your Star. If you'd like to create a unique head, click on the lower pair of heads and make a second selection. You can now use the Blend Between Head Shapes and Blend Between Skin Tones sliders to customize your star's head to your liking.

Next, you can edit your star's eye color and age with the Choose Eye Color buttons and the Change Age slider at the bottom of the screen. Move the slider to the left to create a younger Star or move it to the right to make them older.

Finally, click on the Edit Facial Features button on the left of the screen to change your star's hairstyle and hair color. You can also play around with their eyebrows, eye makeup, facial hair and lipstick using the sliders.

Advanced Face Modelling

Click on the Advanced Face Modelling button at the top of the screen to access Advanced mode to play around with the size and shape of your star's nose, eyes, mouth, jaw, cheeks, ears, forehead, eyebrows and head. To edit any of these features, simply click on the desired button (situated along the left-hand side of the screen) and edit the facial feature with the sliders.

Defining Your Star's Physique, Personality and Skills

To view and edit your star's physique, personality settings and skills, first click on the Star Information button at the top of the screen. You'll see a collection of attributes to allocate points to (with the + and - buttons). The bar at the bottom of the screen displays how many points you have left to allocate. These attributes affect how your character looks, acts and what skills they possess within the main game.

Star Attributes

Looks - This is your star's overall facial attractiveness. The higher it is, the better their image mood and star rating will be. They'll also be more suited to certain genres that require a high looks rating.

Trimness - This defines your star's weight. The higher their trimness rating, the less they'll weigh. A lower weight will boost their image, mood and star rating. They'll also be more suited to certain genres that require a high trimness rating.

Chest/Breast Size - This defines a male star's pec size or a female star's breast size. The larger a star's chest or breast size, the higher their image mood and star rating will be. They'll also be more suited to certain genres that require larger...assets.

Genre Skill - There are five genres your Star can gain experience in: action, comedy, horror, romance and sci-fi. The more you fill a genre bar, the greater your star's initial experience when they enter the game.

Stress - This defines your star's stress threshold. The higher their stress threshold, the harder they'll be able to work without going nuts. The lower their stress threshold, the more likely they'll be to get stressed and develop addictions.

Boredom - This defines your star's boredom threshold. A Star with a higher boredom threshold will be able to cope with being idle far better than a Star with a lower threshold. What's more, a Star with a higher boredom threshold is less likely to get fed up and develop addictions.

Drink - A star's drink threshold determines how susceptible they are to developing an alcohol addiction. The higher their drink threshold, the more they'll be able to drink before they become addicted to booze. If a Star becomes addicted to alcohol, they're also more likely to get a little crazy.

Food - A star's food threshold determines how easily they can become addicted to food. The higher their threshold, the more they can eat before they develop an addiction. If a Star becomes addicted to food, they're more likely to sneak away as they go in search of a tasty snack, which will effect their physique.

Mood > Upper - The higher a star's upper mood threshold is, the easier it'll be to keep them happy and content. Remember, happy Stars give better performances than miserable ones.

Mood > Lower - The higher a star's lower mood rating is, the less likely they are to get annoyed. Stars that get into a bad mood are more likely to give poor performances, and, if they get really annoyed, they could even leave your studio altogether.

Using Your New Star in the Main Game

Using your new Star in the main game is easy. Pick up a wannabe lining up outside your Stage School and drop them into the Import Star room in that building. The Import Star room only becomes available after you've created and saved at least one Star in the StarMaker. You'll be asked which of your newly created Stars you wish to import into the game.

Full Keyboard Controls

Keyboard	Action
Up Arrow or W	Scroll Camera Forward
Down Arrow or S	Scroll Camera Back
Left Arrow or A	Scroll Camera Left
Right Arrow or D	Scroll Camera Right
Shift+ Camera Movement	Speed Up Camera Movement
Ctrl+ Right Arrow or D	Rotate Clockwise
Ctrl+ Left Arrow or A	Rotate Counter-Clockwise
Ctrl+ Up Arrow or W	Zoom In
Ctrl+ Down Arrow or S	Zoom Out

Keyboard	Action
I	Go to Script Writing Office/Next Script Writing Office (cycle through all these)
2	Go to Casting Office
3	Go to Active Set (set with a shoot taking place)/Next Active Set (cycle through all these)
4	Go to Production Office
5	Go to Post Production (if built)
6	Go to Advanced Movie Maker (if built)
7	Go to Staff Office/Stage School/Crew Office (cycle through these)
8	Go to Set (active and inactive sets)/Next Set (cycle through all sets)
9	Go to Trailer/Next Trailer (cycle through all trailers)
0	Go to Research/Post Production/Advanced Movie Maker
TAB	Go to End of Highest Priority Sparkling Stream
F1	Open Facilities Menu
F2	Open Sets Menu
F3	Open Landscaping (paths as default)
F5	Open Finance Screen (graphs)
F6	Open Finance Screen (salaries)
F7	Open Charts
F9	Quick Save
F10	Load
E	Staff Finder Menu – Scroll Right
Q	Staff Finder Menu – Scroll Left
Spacebar	Center Camera on the Studio Gates
L	View Studio Attractiveness
M	Toggle Overhead Camera On/Off
P	Pause/ Un-Pause

The Options Menu

Video

Graphical Detail – Change the level of detail applied to the graphical quality in game. Lowering the detail will increase game performance. Changing the graphics settings requires you to restart *The Movies*™.

Screen Size – Set the screen resolution that suits your computer specification. A lower resolution will result in a better performance. Changing the screen size requires you to restart *The Movies*™.

Color Depth – Choose the number of colors used on-screen. Decreasing this number increases game performance. Changing the Color Depth setting requires you to restart *The Movies*™.

Audio

Sound Effects Volume – Increase or decrease the volume of the sound effects.

Music Volume – Increase or decrease the volume of the music.

Radio Options – Toggle between various presets for in-game voiceovers.

PA Assistance – Control the amount of help given by the studio public address system.

Speaker Setup – Choose the speaker setup that best matches your system configuration.

Game Options

Level of Help Provided – Choose the level of help given to you by the game's Information Bubbles (see the Playing The Game section for further details).

Autosave Interval – Change how often the game automatically saves your progress.

Online Options

Configure your connection settings to enjoy *The Movies*™ online.

Hints & Tips

- Managing the relationships between your Stars can lead to on-screen chemistry that will further enhance your movie. The director's relationship with the cast is particularly important, so take this into account when casting your films.
- Hover the mouse cursor over an existing slab of pavement on your lot, and when the slab highlights, you can left-click and hold to drag out more path, or right-click and hold to delete paving.
- Place buildings on your lot carefully. If you've placed two sets on opposite ends of the lot, and use them both in one movie, your Stars and crew will have to run back and forth between them, which will extend the production time of your movie, delaying its completion and adding to the movie's cost.
- Pay close attention to the timeline. It gives you a heads up on real-world events, some of which have an impact on the popularity of movie genres.
- Dropping your Stars and movies into PR is a great way to build up hype and publicity and ultimately increase the earnings you can get.
- If you right-click on a Build menu item that's already been built, it will zoom the camera to that facility.
- Double-left-click on a set that's not currently being filmed on to see a dramatic fly-by of the set.
- If you double-left-click on a set while a scene's being filmed, you'll be brought to a special "director's view" of the scene, which allows you to adjust the sliders and backdrop right there while your Stars are filming.
- You can drop a finished movie into the Reviews room of the production office before you release it to get a sneak peak at what your audience will think. If the test screening goes well, release the film with a large marketing budget for maximum exposure. If the test screening goes poorly, though, it might be best to spend as little money on marketing as possible. No need to hype a probable box office dud.
- If you hover your mouse over one of the reviews in the Reviews screen, an information bubble appears letting you know what specific aspect of your movie led to their comments.
- If you right-click on a script office, an information bubble will appear letting you know what the audiences' feelings are about the different genres. Check back regularly, as their tastes change over time.
- If you hold down the Shift key while placing ornaments on the lot, it will unlock the cursor from the grid and allow greater placement accuracy.

Credits

LIONHEAD

DESIGN

Executive Designer
Peter Molyneux
Executive Lead Designer
Mark Webley

Lead Designer
Adrian Moore

Senior Designer
Steven Hood

Technical Designers
Oliver Purkiss
Ben Huskins

Designers
Tom Hooper
Andrzej Zamojski

PROGRAMMING

Lead Programmer
James Brown

Engine Architect Technical Lead
Jean-Claude Cottier

Senior Programmers
Jon Askew
Matt Chilton
Cliff Harris

Programmers
Edward Cieslik
Oliver Dawson
Tak L Fung
Paul Holden
Jonny Hopper
Michael Movell
Kieran Nee

Additional Programming

Alex Evans
Christian Gossart
Neil Griffiths
Rik Heywood
James Hopkin
Philip Hounslow
Marcus Lynn
Sylvain Payrouse
Robert Stulliglowa
Serge Van Den Boom
Rune Vendler

ART

Lead Artist
Joe Rider

Additional Art Direction
Mark Smart
Jonas Thornqvist

Senior Environment Artists

Phillipe Brolles
Rohan Knuckey
Chris White

Artists

David Bruce
Rob Watkins
Mark Williams

Concept & Fine Art

Kareem Ettouney
David Le Merner

Additional Art
Christian Bravery

INTERFACE DESIGN

Senior Graphic & Interface Designer
Rex Crowle

Graphic & Interface Designer
James Unwin

ANIMATION

Animation Lead
Wilfried Ayl

Senior Animator
Chris Knott

Animators

Simon Boscaro
Casey Fulton
Ceri Harrison
Mikael Hogstrom
Chris Roe
Ramona Wilhelmsson

Additional Animation
Caroline Jeffries
John Lee

SCENE DESIGN

Lead Scene Designer
Ash Harman

Technical Scene Designer
Dave Carter

Scene Designers

Marie Colwell
Nick Dry
Tadhg Kelly
Rob Mackenzie

Additional Scene Design
Carson Herrick

Movie Script Creation

Kelly Anderson
Steve Bodle
Kelly Ford
James Hair
Neil Hibbert
Sean Power
Gareth Thomas

AUDIO

Head of Lionhead Audio
Russell Shaw

Sound-Designer
John Silke

Lead Audio Technologist
Paul Knight

Audio Programmer
Anastasios Brakis

Original Score
Composed by
Daniel Pemberton

Orchestration by
Andrew Skeet

Music Produced by
Daniel Pemberton

Mixed & Mastered by
Gareth Williams

WRITING

Head of Scripting & Writing
James Leech

Writer

Martin Korda

Additional Writing
Mark Hill

ONLINE

Online Lead
Georg Backer

Web Programmer
Pete Coward

PRODUCTION

Head of Studio
Gary Carr

Senior Development Manager
Geoff Smith

Associate Producer
Brynley Gibson

Assistant Producer
Jennifer Stanners
Jeremie Texier

Production Assistant
Phil Noyce

PR & COMMUNITY

PR Consultant, Panache PR
Cathy Campos

Chief Community Relations Officer
Sam Van Tilburgh

Community Assistant
Woody Hennelkam

TESTING

QA Manager
Andy Robson

Assistant QA Manager
Nathan Smethurst

Head of Movies Testing
Tony Cingilo

Assistant Lead Test
Rob Den Dekker
Kiernan Sleep

Lead Gameplay Testing
Charlton Edwards

Gameplay Testing
Rob Moody
Tim Spencer

Testing

Aaron Ashbrook
Harrison Baker
Peter Barnard
John Duffill
Peter Gent
Matt Lane
Wayne Marx
David Pajax
Jamie Pendleton
Dan Purcell
Jeff Read
Peter Spencer
David Thatcher
Michael Woolgar
Adam Zamojski

Additional Testing

Chris Berry
Will Braham
Ben Brooks
Jeff Brutus
Jamie Bury
Darren 'Dimes' King
Efratios Samaras
Ben Sebire
Greg Stephen
Tad Swift
Ted Timmins
Kevin Watt
Marcus Wellare
Andrzej Zamojski
Karl Zielinski

MUSIC & VOICE PERFORMERS

Orchestral

The City of Prague
Philharmonic Orchestra
Recorded at Smecky Studios, Prague

Conductor
Adam Klemens

Engineer
Jan Holzner

Fixer (for Tadol Music)
James Fitzpatrick

Big Band
The Movies™ Big Band

Recorded at Angel Studios, London

Conductor
Daniel Pemberton

Engineer
Niall Acott

Fixer (for Knifedge)
Jonathan Brigden

Jazz/Rock
The Movies™ Ensemble
Recorded at
Intimate Studios, London

Conductor
Andrew Skeet

Engineer
Paul Madden

Electronics/Piano
Daniel Pemberton
Recorded at Daniel Pemberton Private
Studio, London

DJ Whispering Kristen
Leiah Bowden

Voices

Benedict Caesar
Ben Cullum

DJ English Hughie
Jamie Cullum

DJ Andy Wright
Kyle Eastwood

DJ Randy Shaw
Kennie Andrews

DJ Wally Krunkelburger & Awards Man
Bill Roberts

DJ William McDuff & Future News
Kerry Shale

PA Announcer
Laurel Lefkowitz

Awards Woman
Patricia Rodriguez

Tutorial & Tech News
Lorelei King

DJ Mad Dog John
Robert O Smith

Current News
Tony Guida

Voices

Georg Backer
Benedict Caesar
Ben Cullum
Kristen Guida
Louisa Gummer
Martin Korda
Eric Myers
Lillian Paulson
John Silke
Richard Whetton

ADMINISTRATION & BUSINESS SERVICES

Chief Executive Officer
Peter Molyneux

Development Director
Mark Webley

Chief Technical Officer
Tim Rance

Chief Financial Officer
Peter Murphy

Chief Legal Officer
Steve Hutchings

Head of Production
Stuart Whyte

FINANCE

Head of Finance
Mike Bretherton

Group Financial Controller
Graham Harris

Accountants
Allison Coles
Jackie Keys

Administration
Office Services Manager
Geraldine Ashworth

Administration Assistant
Emma Perkins

Receptionists
Emma Putock
Charlotte Warren

LEGAL

Chief Legal Officer
Steve Hutchings

Legal Counsel
Mark Perfrement

Legal Assistant
Catherine Crowther

HUMAN RESOURCES

Head of HR
Mark Perfrement

HR Manager
Claire Hedley

HR Assistant
Rebecca Guymer

PAs to the Directors
Jane Hill
Marion Shanly

TECHNICAL SUPPORT

IT Manager
Neil Grevitt

IT Support
Daniel Jenkins
Oran Maliphant
Georg Wieselsberger

OUTSOURCING

Art Outsourcing
N-Able

Vehicle Outsourcing
Liquid

Lionhead Special Thanks

William Braham, James Bramley
David Burton, Fern Chapell
Mylene Debussy, Steve Jackson
Stevie Lawrie, Harte Logan
Julian Lynn Evans, Rick Mehler
Louisa Sopp, Lara Sweeney
Catherine Tutton, Martin Waterfield

Logo Competition Winners

David Boyle, David Watts

Art Interns

Adam Archer, John Baja
Steven Baker, Julia Brown
Roy Ofodeu

Movie Script Interns

Kelly Anderson, Steve Bodle
Kelly Ford, James Hair
Neil Hibbert, Sean Power
Garth Thomas

© 2002-2005 Lionhead Studios Ltd.
Lionhead, the Lionhead logo, The
Movies and The Movies logo are
trademarks or registered trademarks
of Lionhead Studios Ltd. All rights
reserved. Published by Activision
Publishing Inc. Activision is a registered
trademark of Activision Publishing, Inc.
All rights reserved. The ratings icon is
a registered trademark of the
Entertainment Software Association.
PC CD-ROM logo TM & © IEMA
2004. All other trademarks are the
property of their respective owners.

Renderware is a registered trademark
of Criterion Software Limited. Parts of
the software are Copyright 1998-2005
Criterion Software Limited
and its licensors

The Splinter logo is used with the
permission of Brynley Gibson.
All rights reserved.

Portions utilize Microsoft® Windows
Media® Technologies. Copyright ©
1999-2002 Microsoft Corporation.
All rights reserved.

Pentium, Intel, and the Intel logo are
trademarks or registered trademarks
of Intel Corporation or its
subsidiaries in the United States
and other countries.

Copyright 2005, ATI Technologies Inc.
ATI and the ATI logo are registered
trademarks and/or trademarks of ATI
Technologies Inc. All rights reserved.

Hollywood® & Design © 2005
Hollywood Chamber of Commerce.
Licensed by Global Icons, LLC.
All rights reserved.
www.globalicons.com

Chrysler is a registered trademark of
DaimlerChrysler Corporation, which is
used under license.

© DaimlerChrysler Motors Company,
LLC 2005

MOTOROLA And The Stylized M Logo
Are Registered In The US Patent &
Trademark Office. All other product or
service names are the property of
their respective owners.
© 2005 Motorola, Inc.

"The Hollywood Reporter" and its
logo are the registered trademarks of
VNU Business Media, Inc.
Used by permission.

ACTIVISION

PRODUCTION

Producer

James Steer

Executive Producer

Marcus Iremonger

Associate Producer

Callum Godfrey

Production Coordinators

Ben Barker, Daryl Heffernan
Lawrence Wong, Matthew Hunt

Production Tester

Jim Norris

VP, European Studios

Laird Malamed

ADDITIONAL

PRODUCTION

Producer

Ben Smedstad

MARKETING

VP, Global Brand Management

Dusty Welch

Director of Brand Management

Kim Salzer

Global Brand Manager

Tom Silk

Associate Brand Manager

Geoff Carroll

CREATIVE SERVICES

Packaging & Manual

Ignited Minds LLC

ACTIVISION UK

PR/MARKETING

Marketing Manager

Tim Woodley

Brand Manager

Gary Sims

PR Manager UK/ROE

Suzanne Panter

Localization Project Manager

Simon Dawes

CORPORATE COMMUNICATIONS

Manager Corporate

Communications

Ryh-Ming Poon

Senior Publicist Corporate

Communications

Peter Binazski

Publicist Corporate

Communications

Kehau Rodenhurst

Publicist Corporate

Communications

Aaron Grant

CENTRAL TECHNOLOGY

Director of Technology

Matt Wilkinson

Sr. Manager, Central Technology

Ed Clune

Programmer Trainee

Kim Carrasco

QUALITY ASSURANCE/ CUSTOMER SUPPORT

Project Leads

Brad Saavedra, David Hansen
Paul Williams

Sr. Project Leads

Jason "Fox" Potter, Jeffrey Moxley
Henry Villanueva

Sr. QA Managers

Tim Vanlaw

QA Managers

Adam Hartsfield, Jason Levine

Floor Leads

Donald E. Marshall, Israel Barco
Brian Martin

Quality Assurance Testers

Matthew Mahler, Jared Pruett,
Peter Von Oy, Jason Guyan,
William Penn III, Robin Odium,
Robert Mendick III, William J. Carson,
Daniel Davis, Julius Yi,

Shamene Childress, Brad Graber,

Justin Green, Robert Yeomans,

David McGreavy, Caleb St. Clair,

Grant Werner, Vic Alvarado,

Rusty Gaidzik, Andrew Rosenman,

Stephano Terry, Benjamin Arnold,

Matthew Hewlett, Tan La,

Santiago Arrendondo, Chris Noddings,

Vin Hoang, Minh Truong, Yardi Fox,

James Gobert, Adam Pascual,

Miley Ackland, Adrienne Arrasmith,

Czyzyk Deco, Robert Elias, Justin Smith,

Robert Tai, Robert Warren,

Matthew Wyatt, Kevin Carmarce,

John Germann, Michael Hutchens,

Justin Gogue, Brian Minor,

Michael Grimpio,

Yevgeniya Romanovskaya

Customer Support

You should read through the manual and readme file on the disc before contacting Activision Customer Support. Additionally, if you have Internet access, search our troubleshooting database at: <http://www.activision.com/support>

Please ensure that your computer system meets the minimum system requirements that are listed on the back of the game case. Our Customer Support representatives will not be able to help customers whose computers do not meet the requirements.

So we can better help you, please have the following information ready:

- Complete product title (including version number)
- Exact error message reported (if any) and a brief description of the problem
- Your computer's processor type and speed (e.g., Pentium III 800 MHz)
- Amount of RAM
- Make and model of your video and sound cards (e.g., ATI Radeon 9000, Creative Sound Blaster Live Platinum)
- Make and model of your CD-ROM or DVD-ROM drive (e.g., Samsung SC-140)
- Operating system

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available, including patches that can be downloaded free of charge. We update the support pages daily so please check here first for solutions. By going to the Find Answers section and selecting the platform/game you are inquiring about, you can view the top solutions for the game to date. If you don't find your question/solution there, try inputting a keyword into the search.

If you cannot find an answer to your issue, you can submit a question/incident to us using the online support forum. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during holiday seasons, the response time may take a little longer.

Note: Internet support is handled in English only.

Note: The multiplayer/online components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support Representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays. When calling please make sure you are in front of your computer with the power on and have all the necessary information as listed above at hand.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

**Register your product online at
www.activision.com so we can enter you
in our monthly drawing for a fabulous Activision prize.**



Now that you've played the game...
get the real thing.

Get Hollywood breaking news, reviews,
motion picture and TV/Cable production charts
and much more.

THE HOLLYWOOD REPORTER

To subscribe visit:
www.HollywoodReporter.com
or call toll free 866.525.2150

BUILT-IN
ADRENALINE



The i870, an extensive multimedia experience that allows you to play **games**, watch **videos**, talk via **two-way radio***, listen to your MP3's, take **pictures** and browse the net. **You think you can handle that?**

FEATURES

- + MP3 Player with Dedicated Buttons
- + 176 x 220mm Internal Color Display
- + Video Capture & Playback
- + 1.3 Mega Pixel Camera with Spotlight and Dedicated Camera Button
- + Memory Card
- + Internet Microbrowser
- + Integrated Bluetooth®
- + MMS (Multimedia Messaging Services)
- + Media Center

Visit www.motorola.com/iden
for more information about the Motorola i870.



MOTOROLA

Motorola and the Stylized M logo are registered with the US Patent & Trademark Office. All other product or service names are the property of their respective owners. The Bluetooth trademarks are owned by the proprietor and used by Motorola, Inc. under license. © Motorola, Inc. 2005.

*Push-To-Talk (PTT) connectivity requires PTT compatible phones.

i870

CHRYSLER



INSPIRATION COMES STANDARD

ACTION HERO.



THE CHRYSLER 300C > Beauty and power go a long way in Hollywood.

> 340-hp 5.7-liter HEMI® V8 > Visit CHRYSLER.COM/300, or call 1.800.CHRYSLER

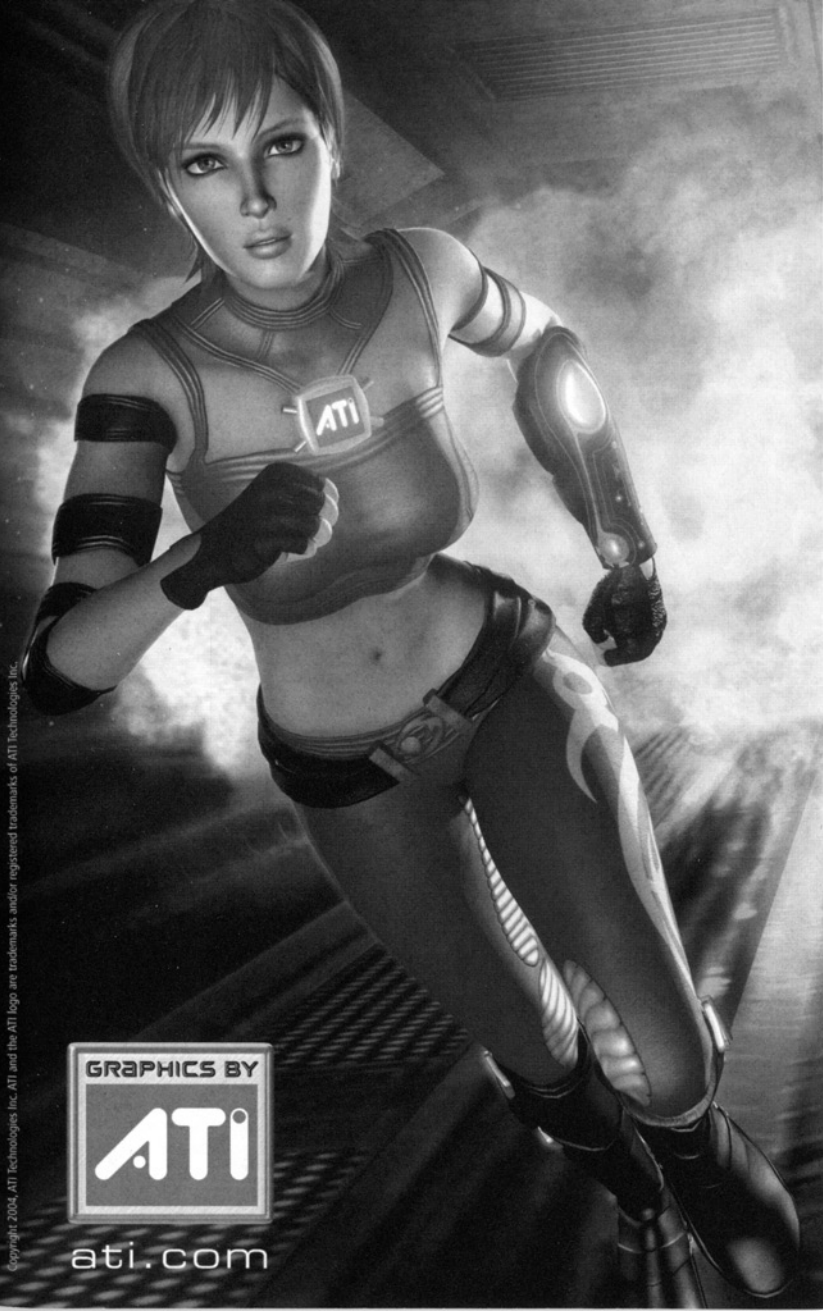
Chrysler and HEMI are registered trademarks of DaimlerChrysler Corporation.

Chrysler Financial

Copyright 2004, ATI Technologies Inc. ATI and the ATI logo are trademarks and/or registered trademarks of ATI Technologies Inc.



ati.com



SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: YOUR USE OF THIS SOFTWARE (THE "PROGRAM") IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. THE "PROGRAM" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, INSTALLING, AND/OR USING THE PROGRAM AND ANY SOFTWARE PROGRAMS INCLUDED WITHIN THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE: Subject to the conditions described below, Activision grants you the non-exclusive, non-transferable, limited right and license to install and use one copy of the Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision and, as applicable, Activision's licensors. The Program is licensed, not sold, for your use. Your license confers no title or ownership in the Program and should not be construed as a sale of any rights in the Program. All rights not specifically granted under this Agreement are reserved by Activision and, as applicable, its licensors.

LICENSE CONDITIONS

You agree not to:

- Exploit the Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make the Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Use the Program, or permit use of the Program, in a network, multi-user arrangement or remote access arrangement, including any on-line use, except as otherwise specifically provided by the Program.
- Use the Program, or permit use of the Program, on more than one computer, computer terminal, or workstation at the same time.
- Make copies of the Program or any part thereof, except for back up or archival purposes, or make copies of the materials accompanying the Program.
- Copy the Program onto a hard drive or other storage device; you must run the Program from the included CD-ROM (although the Program itself may automatically copy a portion of the Program onto your hard drive during installation in order to run more efficiently).
- Reverse engineer, derive source code, modify, decompile, or disassemble the Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export the Program or any copy or adaptation thereof in violation of any applicable laws or regulations.

OWNERSHIP: All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof are owned by Activision or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. The Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement. You agree not to remove, disable or circumvent any proprietary notices or labels contained on or within the Program.

THE PROGRAM UTILITIES: The Program contains certain design, programming and processing utilities, tools, assets and other resources ("the Program Utilities") for use with the Program that allow you to create customized new game levels and other related game materials for personal use in connection with the Program ("New Game Materials"). The use of the Program Utilities is subject to the following additional license restrictions:

- You agree that, as a condition to your using the Program Utilities, you will not use or allow third parties to use the Program Utilities and the New Game Materials created by you for any commercial purposes, including but not limited to selling, renting, leasing, licensing, distributing, or otherwise transferring the ownership of such New Game Materials, whether on a stand alone basis or packaged in combination with the New Game Materials created by others, through any and all distribution channels, including, without limitation, retail sales and on-line electronic distribution. You agree not to solicit, initiate or encourage any proposal or offer from any person or entity to create any New Game Materials for commercial distribution. You agree to promptly inform Activision in writing of any instances of your receipt of any such proposal or offer.
- If you decide to make available the use of the New Game Materials created by you to other gamers, you agree to do so solely without charge.
- New Game Materials shall not contain modifications to any COM, EXE or DLL files or to any other executable Product files.
- New Game Materials may be created only if such New Game Materials can be used exclusively in combination with the retail version of the Program. New Game Materials may not be designed to be used as a stand-alone product.
- New Game Materials must not contain any illegal, obscene or defamatory materials, materials that infringe rights of privacy and publicity of third parties or (without appropriate irrevocable licenses granted specifically for that purpose) any trademarks, copyright-protected works or other properties of third parties.
- All New Game Materials must contain prominent identification at least in any on-line description and with reasonable duration on the opening screen: (a) the name and E-mail address of the New Game Materials' creator(s) and (b) the words "THIS MATERIAL IS NOT MADE OR SUPPORTED BY ACTIVISION."
- All New Game Materials created by you shall be exclusively owned by Activision and/or its licensors as a derivative work (as such term is described under U.S. copyright law) of the Program and Activision and its licensors may use any New Game Materials made publicly available by you for any purpose whatsoever, including but not limited to, for purpose of advertising and promoting the Program.

- However, with respect to any game movies you create using the in-Program movie making feature ("Game Movies"), you will retain ownership of your Game Movies, excluding any and all content within your Game Movies that was either supplied with the Program or otherwise made available to you by Activision or its licensors, and such content shall remain the exclusive property of Activision and its licensors subject only to the limited license granted herein.

LIMITED WARRANTY: Activision warrants to the original consumer purchaser of the Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you encountered, and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$10 U.S. (\$A19 for Australia, or £10.00 for Europe) currency per CD replacement or \$15.00 U.S. per DVD replacement. Note: Certified mail recommended.

In the U.S. send to:

Warranty Replacements
Activision, Inc.
P.O. Box 67713
Los Angeles, California 90067

In Europe send to:

WARRANTY REPLACEMENTS
ACTIVISION (UK) Ltd., Parliament House, St
Laurence Way, Slough, Berkshire, SL1 2BW,
United Kingdom.
Disc Replacement: +44 (0) 870 241 2148

In Australia send to:

Warranty Replacements
Activision
Level 5, 51 Rawson Street
EPPING NSW 2121
AUSTRALIA

LIMITATION ON DAMAGES: IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION: Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY: You agree to indemnify, defend and hold Activision, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, USA, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

Additional Terms Applicable to the Program

1. The Program contains font software which generates typeface designs ("Font Software") you may not alter Font Software for the purpose of adding any functionality which such Font Software did not have when delivered to you as part of the Program. You may not embed Font Software into a document which is distributed as a commercial product in exchange for a fee or other consideration (For example, End-Users shall not embed Font Software into an electronic book that is offered to the public for a fee).
2. The Font Software is used with the permission of MONOTYPE IMAGING Ltd, Unit 2 Perrywood Business Park, Salfords, Surrey, RH1 5DZ, England. All rights reserved.